



# Tournament Regulations

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## 01 Definition

### 1.1

The ISF Tournament Regulations are standard criteria set by the International Stratego Federation (ISF), which have to be met by tournament organizers if they want their tournament being taken into account for the ISF International Stratego Rating.

Tournaments which meet these criteria will here after be called ISF-tournaments.

### 1.2

The objective of the ISF Tournament Regulations is to guarantee fairness and sportsmanship for all participants, both at the ISF-tournaments themselves, and for the ISF International Stratego Rating, through striving for comparable circumstances for all ISF tournaments.

## 02 Changes in ISF Tournament Regulations

### 2.1

Only the ISF General Board in which member national Stratego organizations are represented can authorize changes in the ISF Tournament Regulations.

### 2.2

Suggestions for changes can be brought into the General Assemblies of the ISF General Board by national Stratego organizations who are a member of ISF or by the ISF Court of Appeal through the ISF Executive Board. Individual Stratego players should direct suggestions for change to either their own country Stratego organization or to the ISF Court of Appeal.

### 2.3

New or altered Tournament regulations authorized by the ISF General Board in principle come into effect the next Stratego year, unless there is an exceptional need for immediate change. A Stratego year is a calendar year (January 1st to December 31st).

## 03 Scope of the ISF-Tournament Regulations: Standard versus Framework

### 3.1

The ISF Tournament Regulations are valid for all countries who are or would like to become members of ISF. However they also aim for international validity, striving for harmonization of the organized playing of Stratego all over the world.

### 3.2

Although many rules in the ISF Tournament Regulations are standard, other rules only provide a framework which allows for flexibility from the side of tournament organizers. In addition: all issues not covered in this document can be decided upon by the organizers of ISF tournaments themselves.

### 3.3

The idea behind the ISF Tournament Regulations is not that all Stratego tournaments should necessarily be ISF-tournaments. It is up to the tournament organizers to decide whether they want their tournament to count for the ISF International Stratego Rating or not.

## 04 Overlooking and Maintaining ISF Tournament Regulations

### 4.1 ISF Tournament Observers

#### 4.1.1

ISF obliges national Stratego organizations to appoint 1 experienced Stratego player before the start of every ISF tournament, who will act as an independent ISF Observer on the execution of the ISF Tournament Regulations at this particular ISF tournament. The observer cannot be chosen and appointed by the tournament organization.

#### 4.1.2

This observer (who can join the tournament as a participant) has to be announced publicly as the official ISF Observer at the start of the tournament, and will have to report any irregularities to the ISF Court of Appeal.

## 4.2 ISF Court of Appeal

### 4.2.1

ISF will incorporate a standing commission appointed by the ISF General Board which can act as a Court of Appeal for all technical matters (ISF Game Rules, ISF Tournament Regulations and the ISF International Stratego Rating). For the ISF Court of Appeal's role on arbitration in Game Rule matters: see 16.3. This section 4.2 only deals with observance of the ISF Tournament Regulations.

### 4.2.2

Only participants in the ISF tournament in question and national Stratego organizations who are a member of ISF can file a formal complaint on the execution of the ISF Tournament Regulations to the ISF Court of Appeal.

### 4.2.3

Before being allowed to turn to the ISF Court of Appeal, a participant with a complaint concerning breaks of the ISF Tournament Regulations must direct this complaint to the tournament organizers and to the ISF Observer. Only if the tournament organizers do not award the player's complaint, the player can appeal to the ISF Court of Appeal.

### 4.2.4

The ISF Observer (who does not have any formal power to interfere in the tournament execution) has to be notified by the player that probably a formal complaint will be directed to the ISF Court of Appeal. The Observer has to include this remark in his report, including his description and interpretation of the situation.

### 4.2.5

The complaining player can now direct his formal complaint concerning the break of the ISF Tournament Regulations to the ISF Court of Appeal. The complaint has to be received in writing (letter, fax, e-mail) within 5 working days after the end of the tournament in question.

### 4.2.6

Based on the report of the ISF Observer and the formal complaint, the ISF Court of Appeal will judge on the perceived breaks of the ISF Tournament Regulations. The ISF Court of Appeal can give public warnings to ISF tournament organizers, or in extreme cases even decide to withhold a tournament its ISF status (meaning that this tournament will not be included in the ISF International Stratego Rating).

### 4.2.7

Also without a formal complaint the ISF Court of Appeal can give warnings to tournament organizers or even decide not to include the results of a tournament in the ISF International Stratego Rating, using the ISF Observer's report as reference.

### 4.2.8

While the ISF Court of Appeal judges a formal complaint and/or the report of the ISF Observer, the results of an ISF Tournament cannot be ranked in the ISF International Stratego Rating. Only after approval by the ISF Court of Appeal the results of an ISF tournament will be processed.

### 4.2.9

The decisions made by the ISF Court of Appeal are final and cannot be overruled.

## 05 Standard ISF Game Rules

ISF Tournaments should be played according to the Standard ISF Game Rules.

The Standard ISF Game Rules are described in a separated document.

## 06 Authorization and Public Announcement of ISF Tournaments

### 6.1

All ISF tournaments in a specific country should be authorized by that country's national Stratego organization (if available) at least 14 days in advance.

### 6.2

Also ISF should be informed at least 14 days in advance. ISF can point out to national organizations if there is an overlap in tournament dates between the tournament concerned and other tournaments on the International ISF calendar. However, ISF cannot force countries to re-schedule the date of a tournament.

### 6.3

All ISF tournaments should be announced publicly on internet (on websites of national Stratego organizations and of ISF) well in advance, with a minimum of 14 days. Preferably also other means of publicity such as announcement in the national Stratego organization's year plan and periodicals, and personal invitations should be used.

6.4

Tournaments which have to be re-scheduled for whatever reason, or new tournaments which want to fit in on the ISF calendar on short notice (<14 days) can ask the ISF Court of Appeal for a dispensation of the 14 days mentioned under 6.1 to 6.3. If good reasons can be presented, this dispensation can also be granted after the tournament itself.

## 07 Number of Participants

7.1

ISF Tournaments have to have at least 16 participants.

7.2

Countries where the organized playing of Stratego is just taking root can obtain for a 'beginners-status' granted by ISF. This status can be granted for a maximum of 3 years, and permits to organize ISF tournaments with a minimum of only 12 participants.

## 08 Dividing Players into Categories

8.1

The division of players of ISF tournaments into separate categories can be based on the ISF International Stratego Rating only. Promotion and degradation between categories has to be directly linked to the ISF International Stratego Rating, which should therefore be updated within two weeks after each ISF tournament.

8.2

The only exception to categories being based on the ISF International Stratego Rating can be for junior players: here the division should clearly be based on age. However, it is possible to divide juniors by rating as well as age in the same tournament.

8.3

The borderline between junior and senior players on ISF tournaments can be described with the following formula: (current playing year) – (year of birth)  $\leq$  14. This age limit cannot be altered by organizers of ISF tournaments. However, if junior players express the wish to participate in the senior category and if this does not interfere with tournament organization (for instance minimum category size), this should in principle be allowed, unless this is forbidden by national regulations of the national Stratego organizations.

8.4

The division of categories has to be announced at forehand by the tournament organization when applying for authorization from the national Stratego organization and from ISF, and has to be publicized according to 6.3. In principle this division in categories should be maintained. The only exception allowed for is joining categories together because of limited player numbers.

8.5

All categories at ISF tournaments should in principle have at least 12 participants. Exceptions: Junior category (see 8.6) and limited number categories (for instance Super 6) which were announced in advance.

8.6

A Junior category should always be formed if there are 7 or more junior players, unless this will conflict with article 8.5.

8.7

If a Junior category is played, this category has to contain a minimum of 7 junior players.

## 09 Not in time - arrivals

9.1

Players who arrive too late are only allowed after missing the first 2 rounds. After the reading out of the pairing of the third round no new players can be inserted into an ISF tournament.

9.2

A player can still be inserted into the first or second round if the pairing of that round has not yet been read out. This means that if the pairing has already been printed out (but not read out), a new pairing will have to be made.

9.3

Players who announced their late coming by phone in the hour before the tournament can be included in the pairing-list, but they lose their game if:

- their reserve time on the clock (started by the tournament organization) runs short (when they should have played with a clock), or
- if they are more than 5 minutes late (if they would have been playing without clock).

## 9.4

If an ISF tournament includes a limited top category (for instance Super 6 or Super 12), players who should have played in this category but who arrive too late (after reading out the pairing) can only play in the subsequent category but without competing for the prizes.

## 9.5

Players who arrive too late receive 1 point (equivalent to a loss) for the missed game.

## 10 Tournament Format

## 10.1

All ISF Tournaments should in principle be played according to 'Swiss System' or 'Full Competition', with a minimum of 5 rounds.

## 10.2

The tournament organization can decide to top-up the Swiss System / Full Competition basis of the ISF tournament with a Knock-Out part. However, the matches played during this Knock-Out phase only count for the tournament results but not for the ISF International Stratego Rating.

## 10.3

The number of rounds played during the tournament must be announced at the start of the tournament. Hereafter the number of rounds can in principle not be changed.

## 10.4

If in exceptional circumstances the number of rounds of the tournament does have to be changed after the announcement at the start of the tournament, the ISF Court of Appeal will judge whether this tournament can still be included in the ISF International Stratego Rating.

## 11 Time Schedule

All rounds at ISF tournaments will be divided into two periods.

## 11.1

The first period, called the Setup Period, allows for a maximum time to deploy the pieces. This maximum time is at least 5 minutes and at maximum 10 minutes.

If both players are finished deploying their pieces before the end of the Setup Period, these players may already start the Main Period of their match.

If a player is not ready when the Setup Period has run out, his opponent may call the arbiter who has the following two options:

- if this match is played with a clock: he will put the clock into service. The 'slow' player now has to deploy his remaining pieces while his clock is already running.
- if the match is played without a clock: he will remove the curtain, after which the remaining pieces may not be deployed anymore.

## 11.2

The second period is called the Main Period. In ISF tournaments the Main Period should at least allow for 50 minutes net playing time for senior players.

If at a tournament there is a separate top-category of senior players (Super 6, Super 12, Top50, etc), the Main Period in this highest category should be at least 55 minutes net playing time. If there is a separate junior category the minimum Main Period for this junior category is 40 minutes net playing time.

## 11.3

All matches within one category should be allowed the same amount of time, whether they are played with or without clocks.

## 11.4

In between rounds there has to be a 5 minute break minimum, starting from the end of the match which ended last.

## 12 Swiss System/Swiss Perfect

## 12.1

If played according to Swiss System (not the Full Competition option), also the pairing of the first round of ISF tournaments has to be based on the most recent ISF International Stratego Rating.

## 12.2

In principle there will be an updated ISF International Stratego Rating within two weeks after each ISF tournament. The organizers of the ISF tournament are responsible for making sure that this most recent version is at hand and for all players to see at the ISF tournament.

## 12.3

The pairing for every new round should be hang out by the tournament organization as soon as it is available. This new pairing is not secret information: players should be allowed to prepare for their next match.

## 12.4

The Swiss System modus used for ISF tournaments will be: 1) Tournament score (see below), 2) M-Buch points and 3) Buch points. Progress points will no longer be used.

## 13 Scoring of Tournament Results

### 13.1

All match results during ISF tournaments will be valued according to the following system:

- 6 points for a win
- 3 points for a draw
- 1 point for a loss (including matches missed, or disqualification through red cards)
- 0 points in cases of exceptional unsporting behavior (to be decided by the arbiter).

### 13.2

The scoring of ISF Swiss System tournaments should be based on the following use of Swiss Perfect: 1) tournament score (based on the score system mentioned under 13.1), 2) M-Buch points, 3) Buch points, and 4) direct mutual result.

### 13.3

If this sequence (both for Swiss system tournaments and for Full Competition tournaments) does not lead to an overall tournament winner, the winner should be decided upon by playing 'best of 3' Stratego Barrage. If undecided, 1 more Barrage is played. If still not decided, it is up to the tournament organizers.

## 14 Scores Incorrectly Imported into the Swiss Perfect Program.

### 14.1

Both players together are responsible for filling in the score form correctly. If wrong scores imported into the computer program are a consequence of players mistakes, the score and pairing can only be altered if the pairing of the subsequent round has not been read out yet. After that the tournament results cannot be altered anymore. (The arbiters/computer should handle junior results carefully.)

### 14.2

However, the tournament organization must in this case (mistakes by players discovered after the start of next rounds) make a note for the ISF Rating Commission, so the correct score can

still be imported into the ISF International Stratego Rating.

### 14.3

If the wrongly imported score is a consequence of a mistake made by the computer operator, the scoring and pairing can only be altered immediately if the next pairing has not been read out yet.

### 14.4

If the mistake by the computer operator is discovered in a later stage (but during the tournament), the correct score has to be filled in as soon as possible. If a pairing for any new round has already taken place but is not read out yet, a new pairing for that round must be made.

### 14.5

If the mistake (made by either players or organization) is only discovered by the disadvantaged player after the end of the ISF tournament, he can appeal to the ISF Court of Appeal within 5 working days after the end of the tournament. In that case the correct score will still be imported into the ISF International Stratego Rating.

## 15 Digital Clocks

### 15.1 Use of Clocks

#### 15.1.1

Aiming for a status as a serious mind sport, the future of Stratego tournaments lies in the use of clocks. ISF stimulates the use of (digital) clocks. In principle a minimum of 6 clocks should be used at ISF tournaments.

#### 15.1.2

If for whatever reason it is not possible to use 6 clocks, only the ISF Court of Appeal can give dispensation to have an ISF tournament without (enough) clocks. This dispensation should be requested for at forehand.

#### 15.1.3

In the Main Period the clocks should be put into service starting from the highest boards of the highest category of participants at this tournament. Special categories like 'Super 6' (the best 6 players present) or 'Super 12' (the best 12 players present) should always be played with clocks at all boards.

### 15.2 Clock System

#### 15.2.1

All games played with clocks at ISF tournaments have to make use of the Bronstein clock system only in the Main Period.

## 15.2.2

In the Stratego context this means that both players get 3 to 5 seconds 'free time' per move. Only if they exceed this 'free time' when thinking about their next move, the excess time is subtracted from their 'reserve time' on the clock. The 'reserve time' is in article 12 of the ISF Game Rules called 'personal time'.

## 15.2.3

When a player's personal reserve time left on the Bronstein clock exceeds the remaining playing time of the Main Period of that round, this player can claim the end of the Main Period, but only when it is his move. This rule cannot be altered by organizers of ISF tournaments.

Within the context of using the Bronstein clock system and the minimum game times for the Main Period mentioned under 11.2, tournament organizers can choose from different Bronstein clock modes in the Main Period:

## Net Playing Time Period (minutes)

	Available Bronstein Clock Modes		
50	10.05	12.04	14.03
55	12.05	14.04	16.03
60	14.05	16.04	18.03
65		17.04	

## 16 Tournament Arbitration and Appeal (Game Rules)

### 16.1 Number of Arbiters

## 16.1.1

ISF tournaments have to have at least 1 full-time arbiter.

## 16.1.2

When the number of participants at an ISF tournament is over 30 there should be a second full time arbiter.

## 16.1.3

When there are over 12 junior players playing in a separate category, they should have their own full-time arbiter.

### 16.2 Authority of Arbiters

## 16.2.1

In principle the arbiter(s) decision during a tournament is final.

## 16.2.2

If there is more than 1 arbiter at an ISF tournament, or if there is a separate tournament coordinator, one of those arbiters or the coordinator should be chief arbiter.

## 16.2.3

The chief arbiter can review decisions of the other arbiters when participants appeal to his judgement.

### 16.3 Appealing at the ISF Court of Appeal in matters of Game Rules

## 16.3.1

The first appeal of a participant who does not agree with an arbiter's decision (interpretation of game rules) should be directed to the chief arbiter of the tournament (if available).

## 16.3.2

Only after appealing to the chief arbiter first, or if there is no chief arbiter at the tournament in question, a participant can appeal to the ISF Court of Appeal.

## 16.3.3

The participant's appeal to the ISF Court of Appeal should be received in writing (letter, fax, e-mail) by ISF within 5 working days after the end of the tournament in question.

## 16.3.4

The ISF Court of Appeal's review of an arbiter's decision can only affect the consequences of the match in question for the ISF International Stratego Rating, but not the consequences for the tournament results.

## 17 Supplying Tournament Results to ISF

All ISF tournament results which were played according to Swiss System or Full Competition (not: top-up Knock Out phases) have to be received by the ISF Rating Commission within 5 working days, in a for the ISF Rating Commission suitable format.

